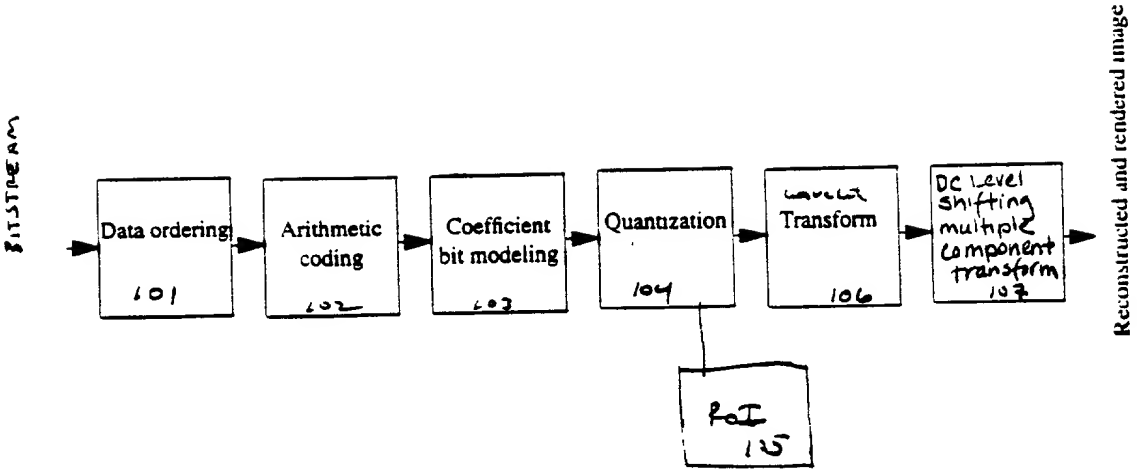
BITSTREAM
Data ordering
101
Arithmetic coding
102
Coefficient bit modeling
103
Quantization
104
Transform
106
DC Level shifting multiple component transform
107
Reconstructed and rendered image
RoI
105

Figure 1

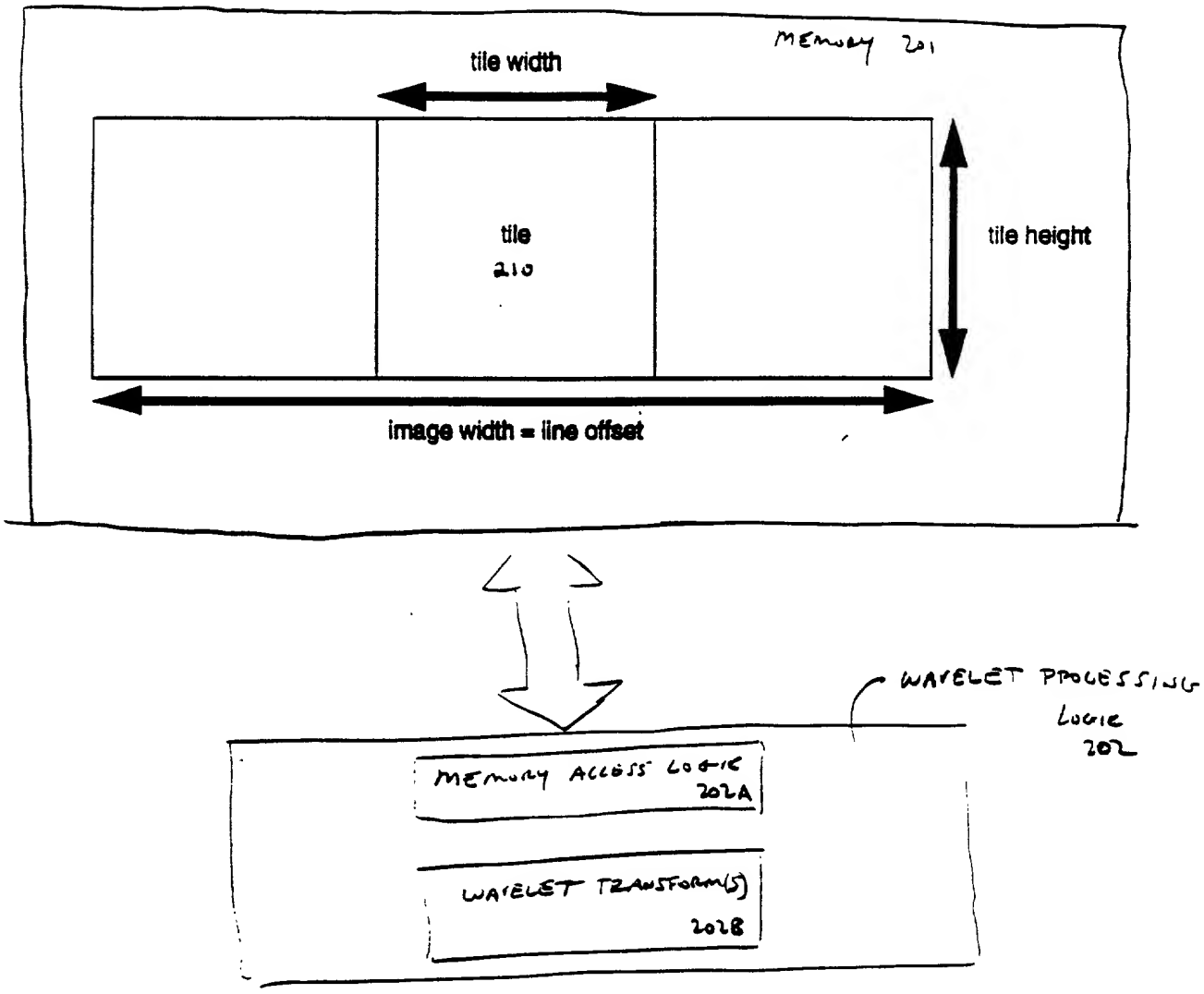
MEMORY 201
tile width
tile
210
tile height
image width = line offset
WAVELET PROCESSING LOGIC 202
MEMORY ACCESS LOGIC 202A
WAVELET TRANSFORM(S) 202B

Figure2

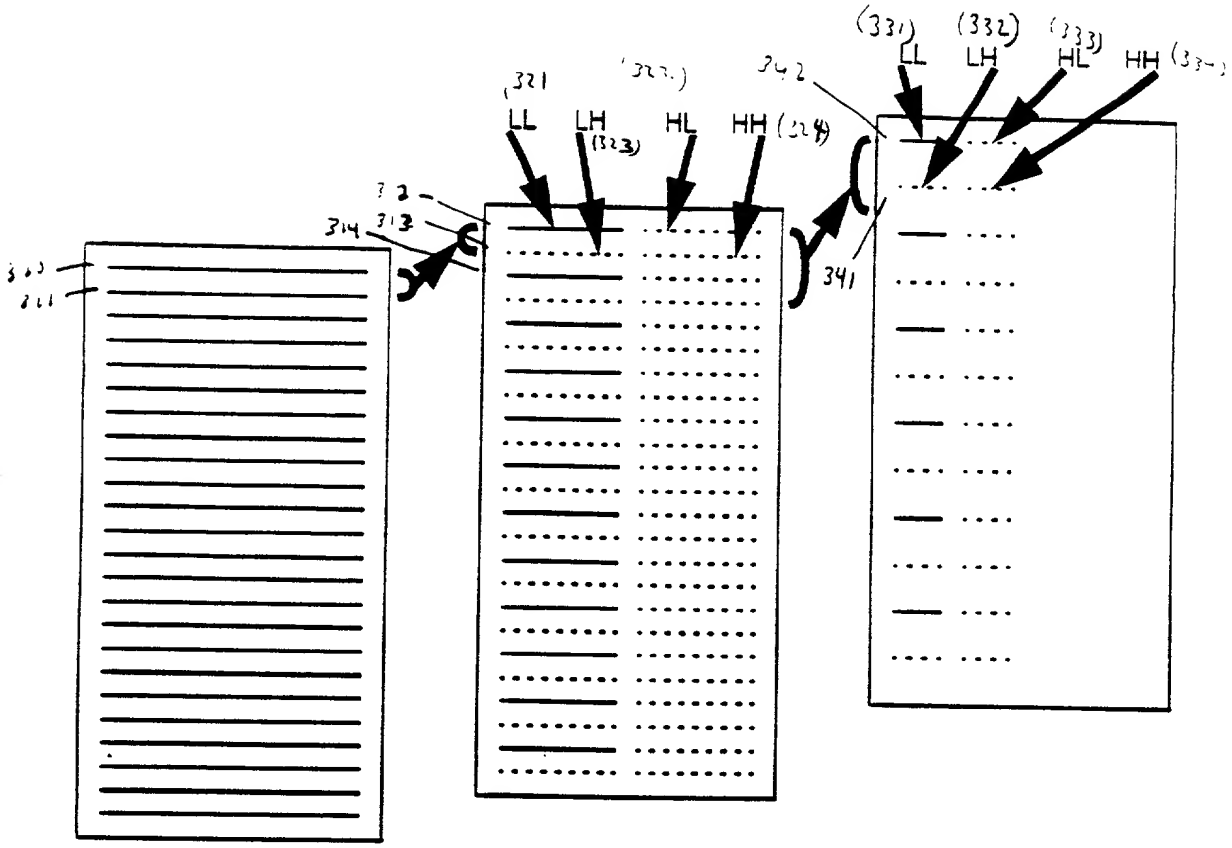
(331)
(332)
(333)
LL
LH
HL
HH (334)
342
(321)
(322)
LL
LH (323)
HL
HH (324)
312
313
314
341
input 301
(A)
level 1 (302)
(B)
level2 (303)
(C)

Figure 3

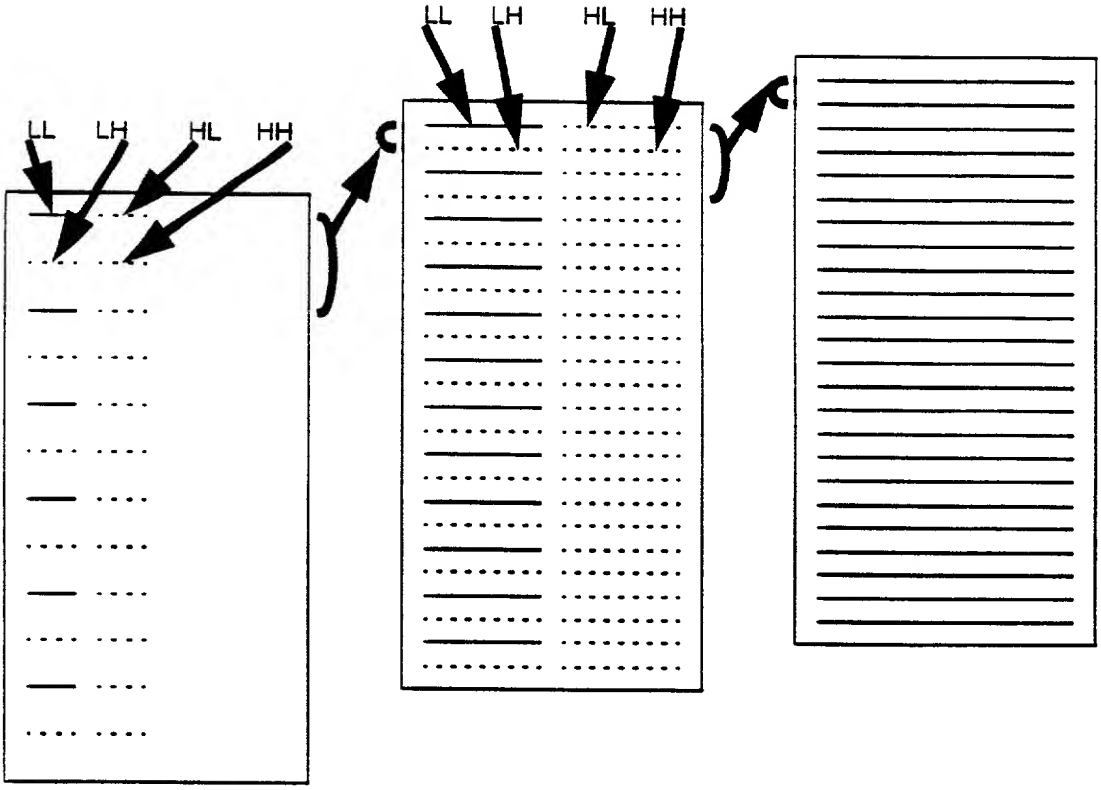

Figure 3.

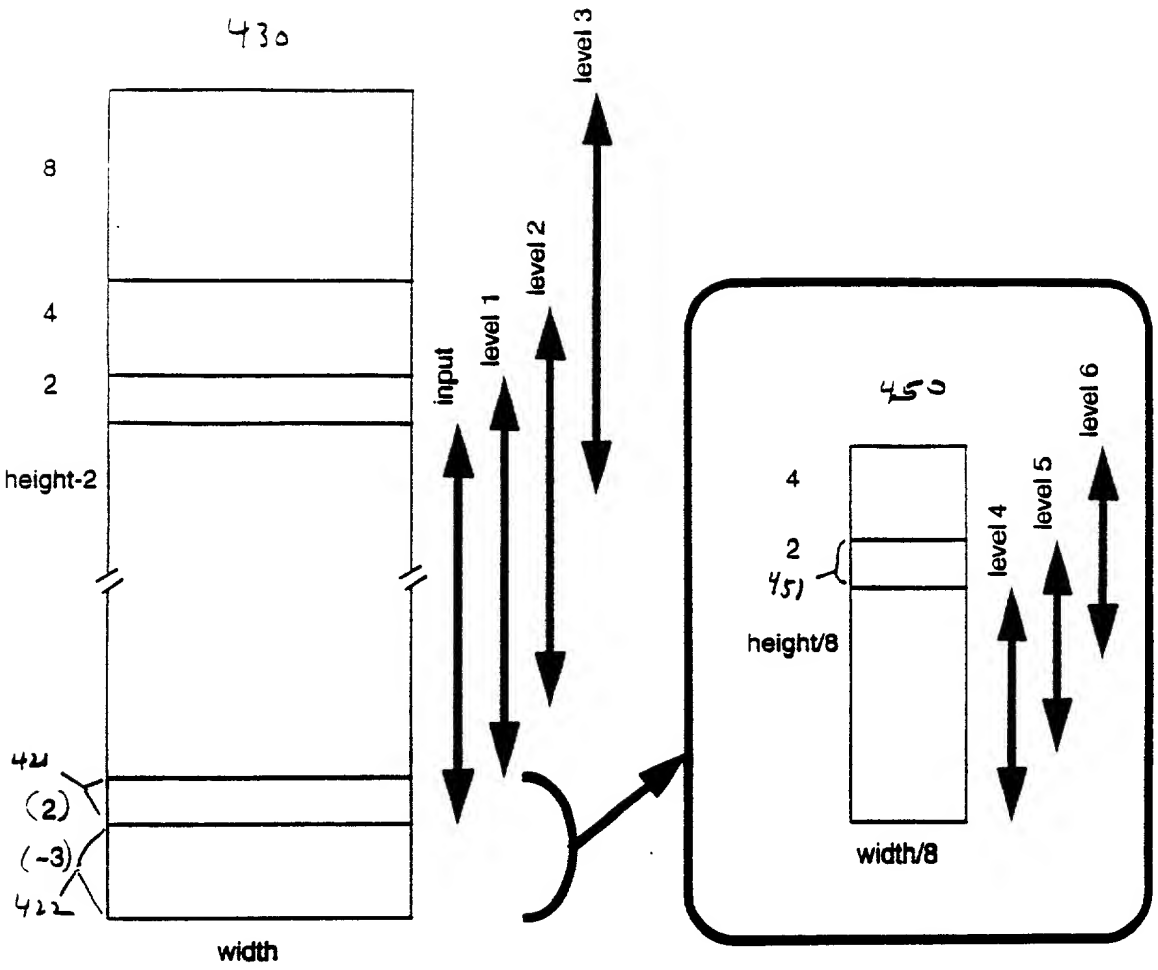
430
8
4
2
height-2
422
(2)
(-3)
422
width
input
level 1
level 2
level 3
450
4
2
451
height/8
width/8
level 4
level 5
level 6

Figure 4A

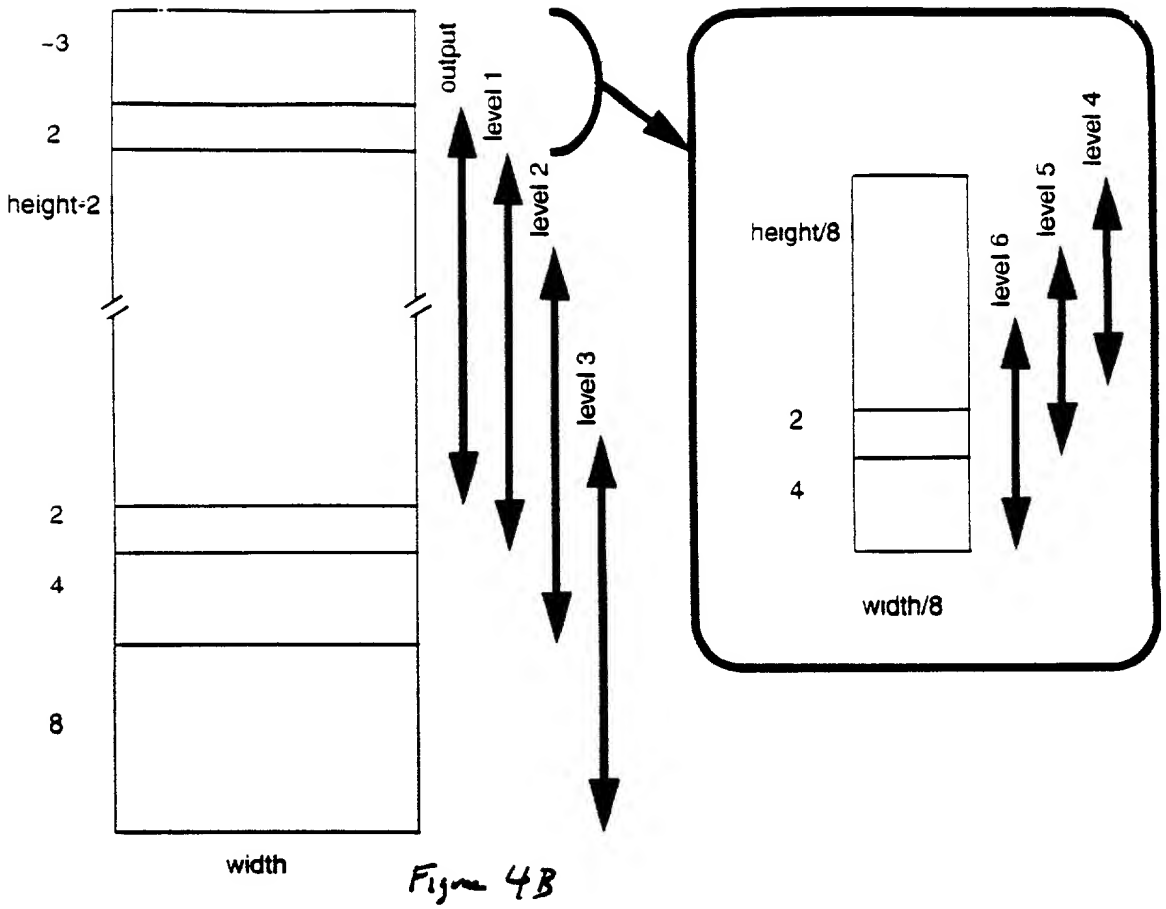
-3
2
height-2
2
4
8
width
output
level 1
level 2
level 3
height/8
2
4
width/8
level 6
level 5
level 4

Figure 4B

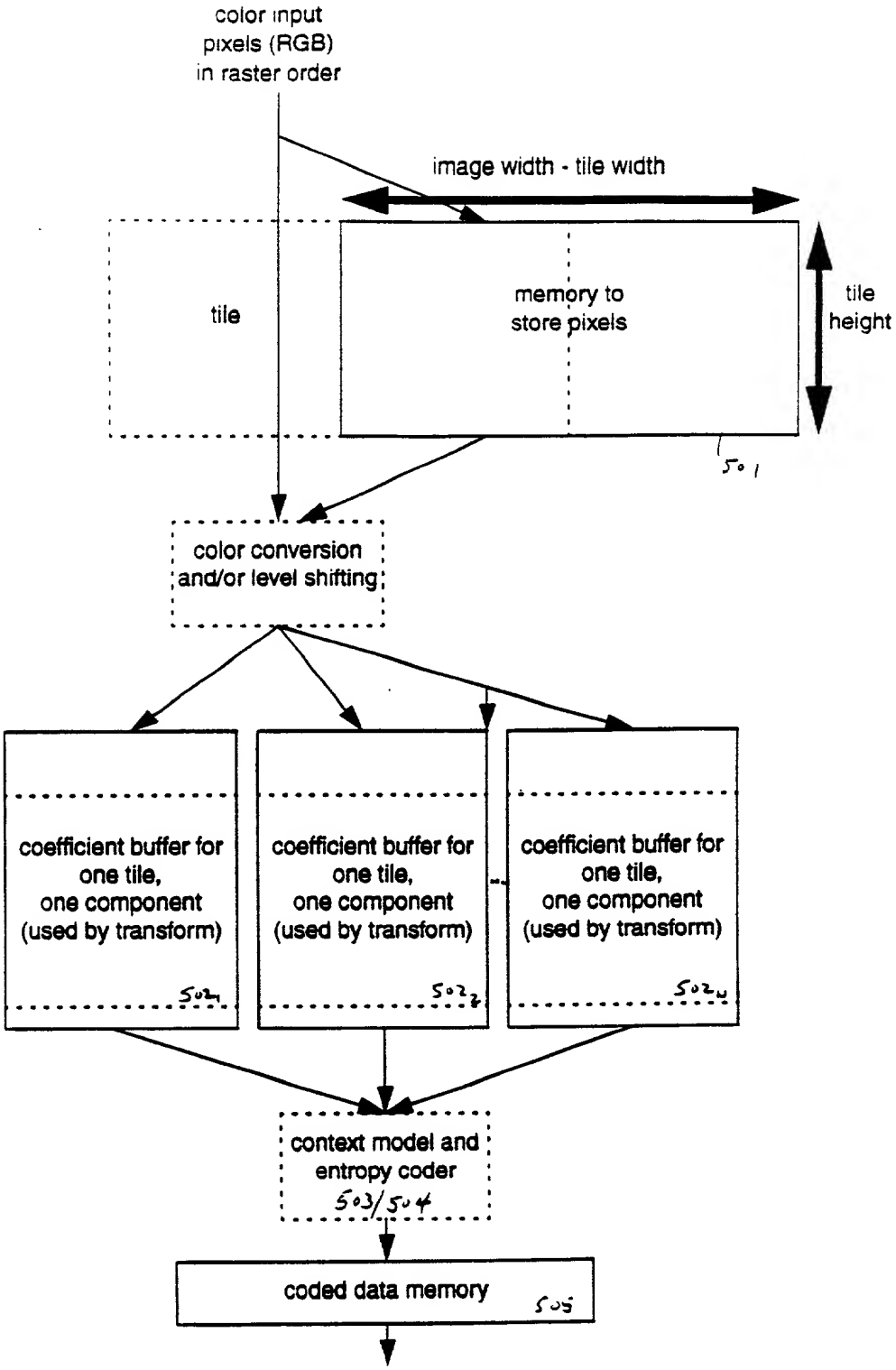
color input
pixels (RGB)
in raster order
image width - tile width
tile
memory to
store pixels
tile
height
501
color conversion
and/or level shifting
coefficient buffer for
one tile,
one component
(used by transform)
502₁
coefficient buffer for
one tile,
one component
(used by transform)
502₂
coefficient buffer for
one tile,
one component
(used by transform)
502ₙ
context model and
entropy coder
503/504
coded data memory
505

Figure 5

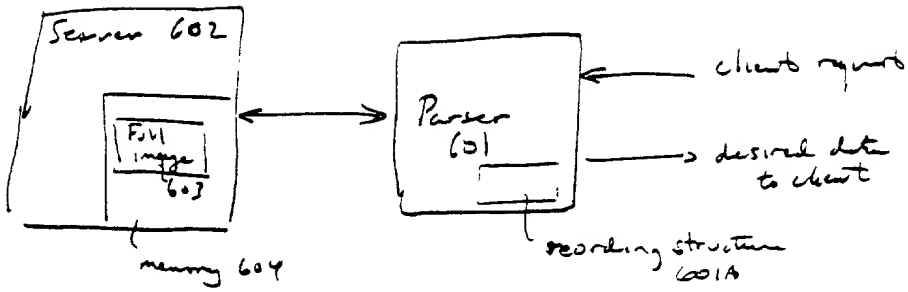

Figure 6A

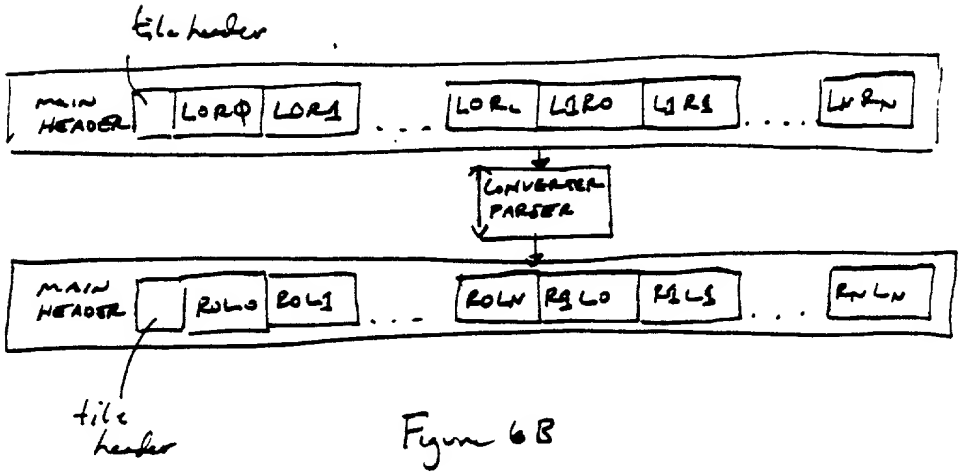

Figure 6B

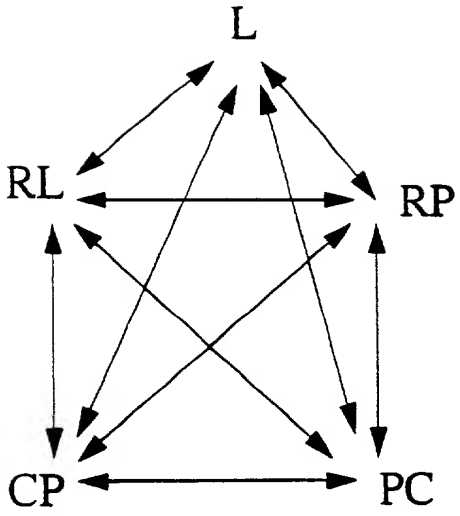

Figure 7A

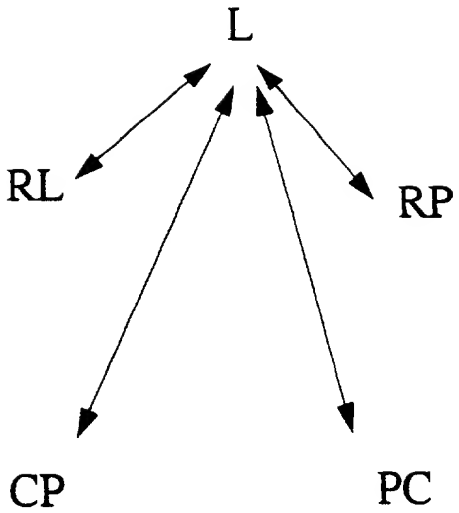

Figure 7B

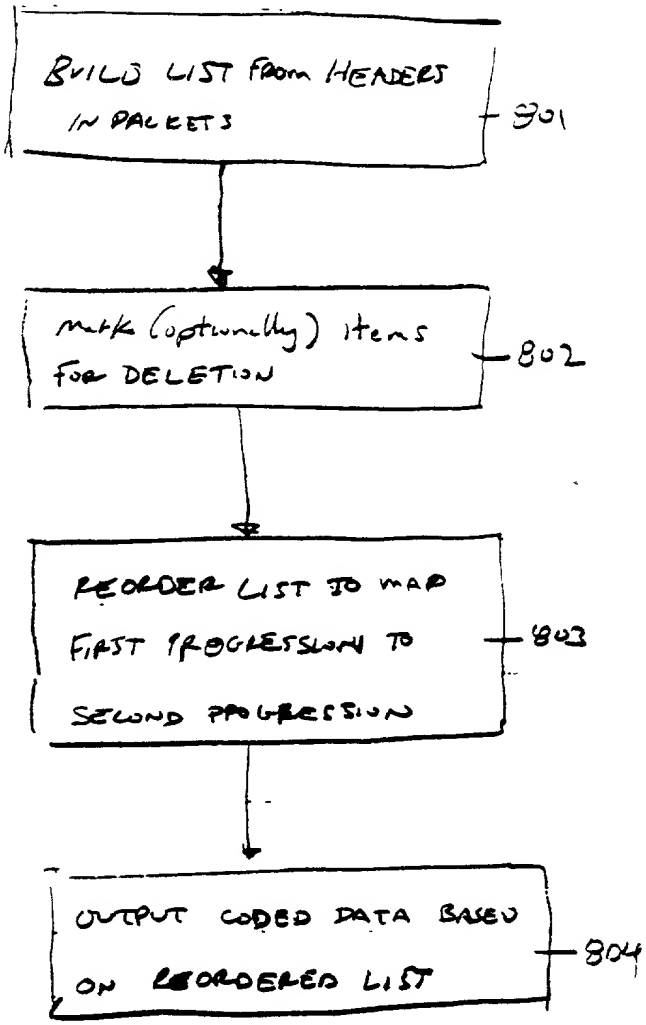
BUILD LIST FROM HEADERS IN PACKETS
901
mark (optionally) items for DELETION
802
REORDER LIST TO MAP FIRST PROGRESSION TO SECOND PROGRESSION
803
OUTPUT CODED DATA BASED ON REORDERED LIST
804

Figure 8

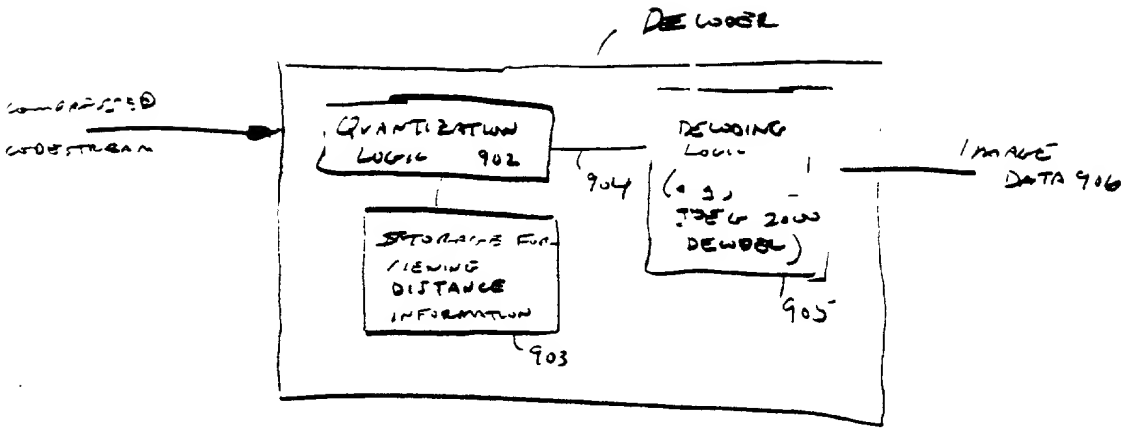

Figure 9

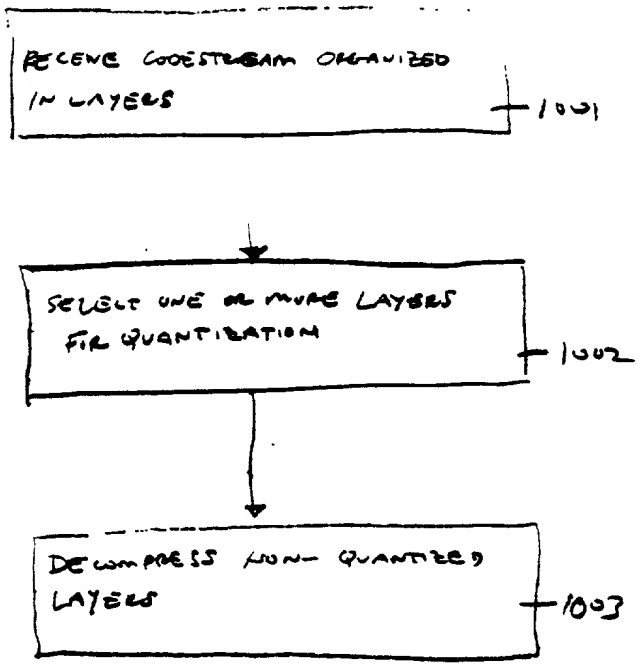

Figure 10

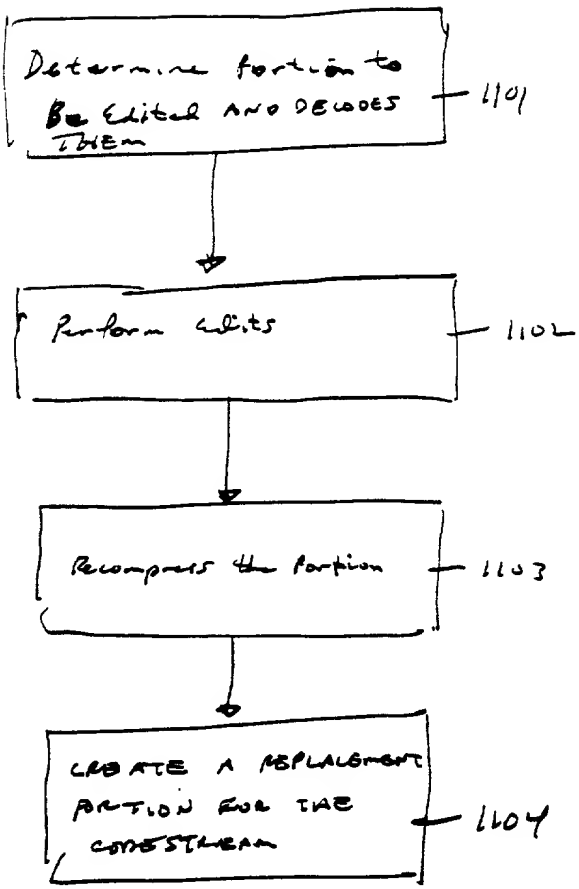
Determine portion to Be Edited AND DECODES THEM
1101
Perform edits
1102
Recompress the portion
1103
CREATE A REPLACEMENT PORTION FOR THE CODESTREAM
1104

Figure 11

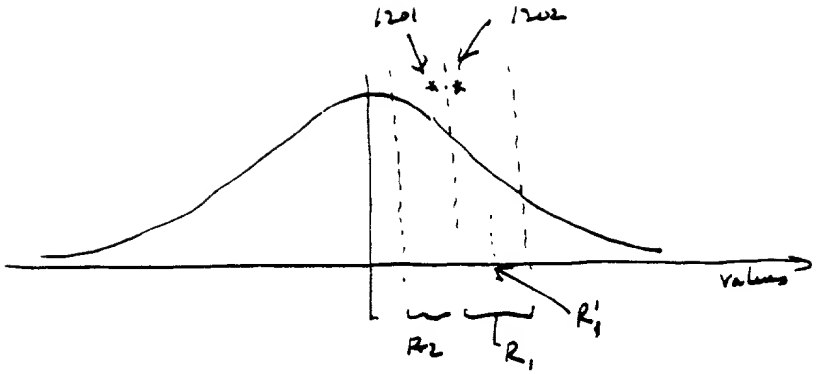

Figure 12

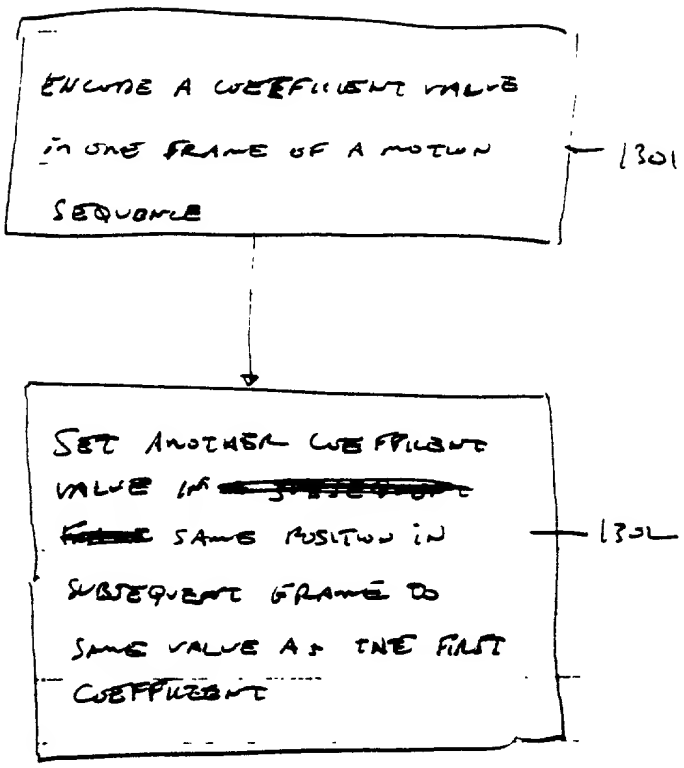

Figure 13

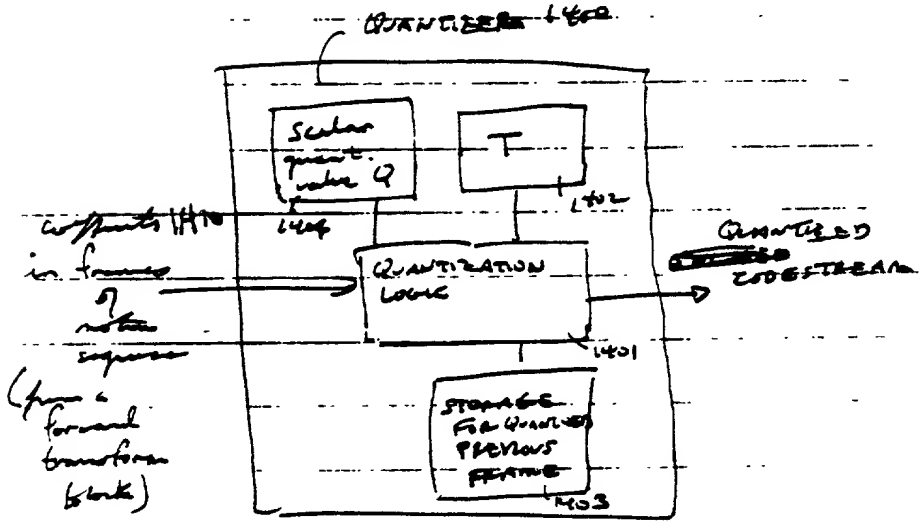

Figure 14

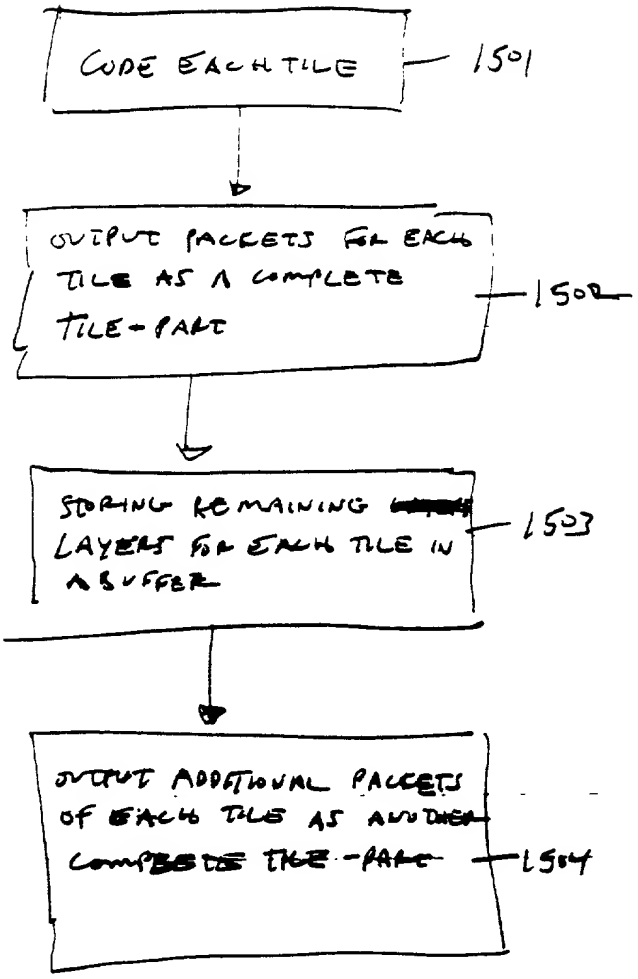
CODE EACH TILE
1501
OUTPUT PACKETS FOR EACH TILE AS A COMPLETE TILE-PART
1502
STORING REMAINING LAYERS FOR EACH TILE IN A BUFFER
1503
OUTPUT ADDITIONAL PACKETS OF EACH TILE AS ANOTHER COMPLETE TILE-PART
1504

Figure 15A

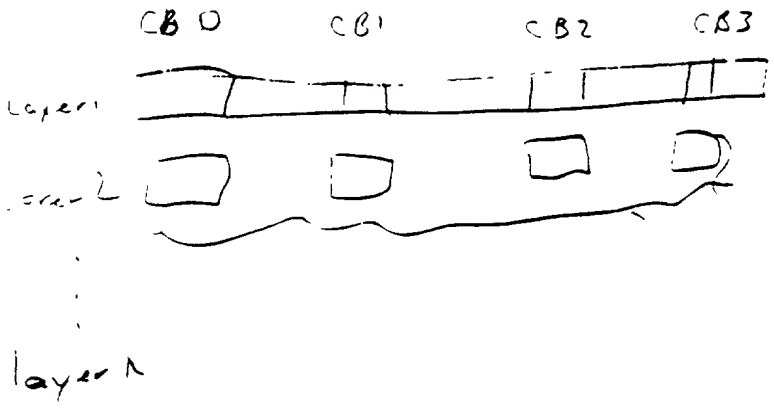

Fig 15B

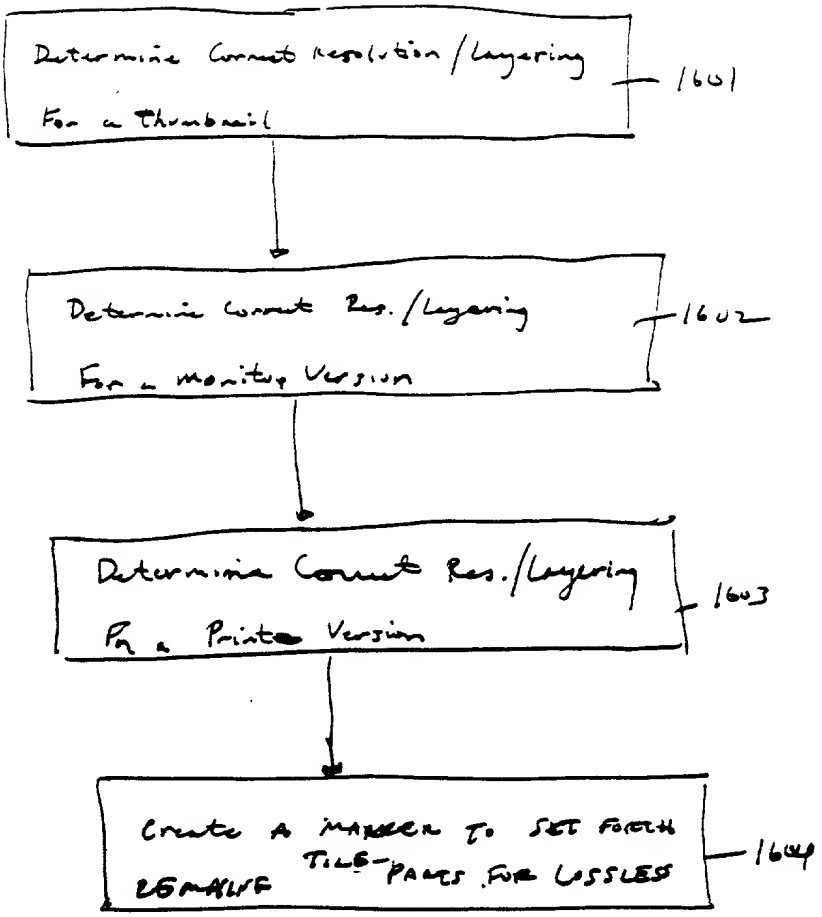
Determine Compute Resolution / Layering
For a Thumbnail
1601
Determine Compute Res. / Layering
For a Monitor Version
1602
Determine Compute Res. / Layering
For a Printer Version
1603
Create a MARKER to SET FORTH TILE-PARTS FOR LOSSLESS
1604

Figure 16

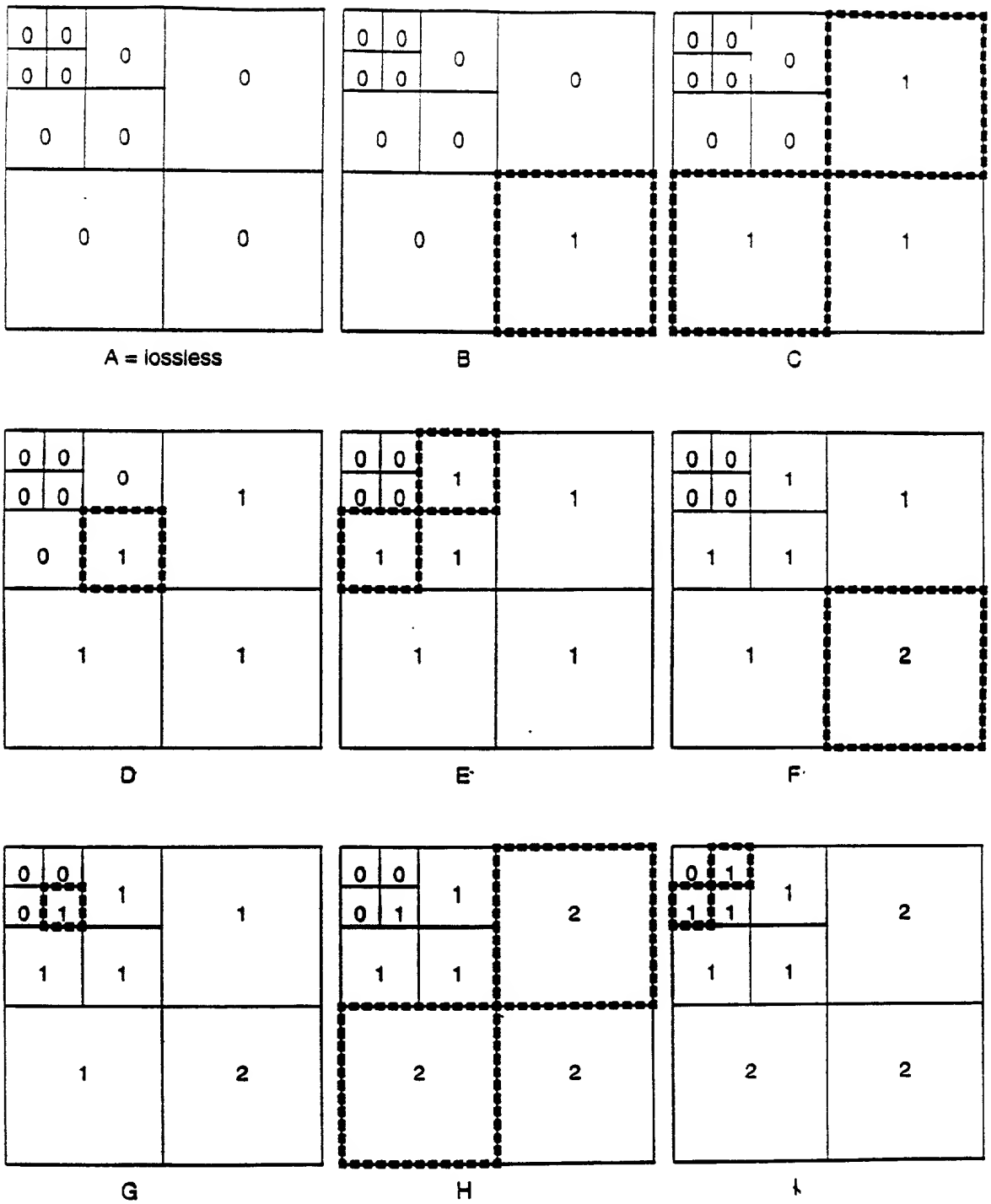

Figure 17

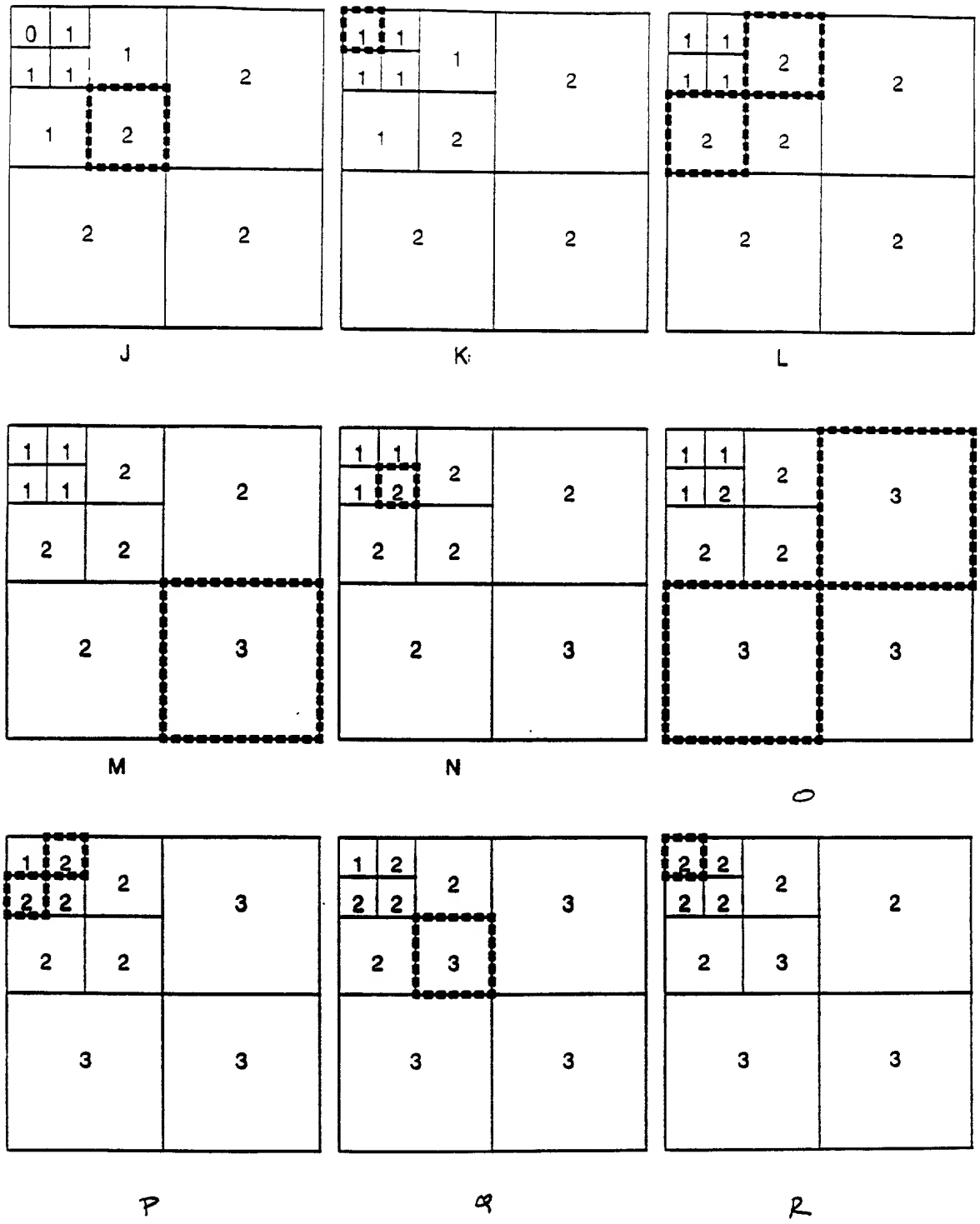

Figure 18

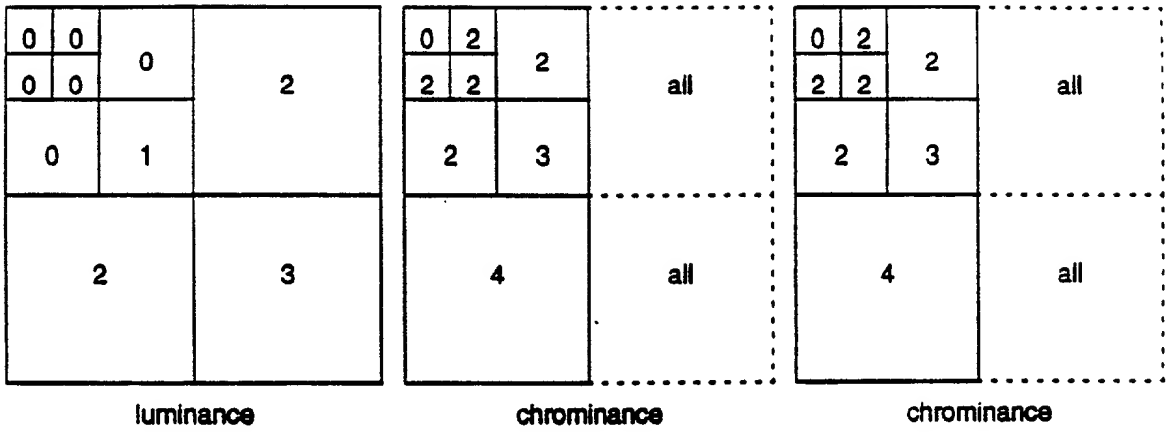
0 0
0 0
0
2
0
1
2
3
luminance
0 2
2 2
2
all
2
3
4
all
chrominance
0 2
2 2
2
all
2
3
4
all
chrominance

Figure 19

2000

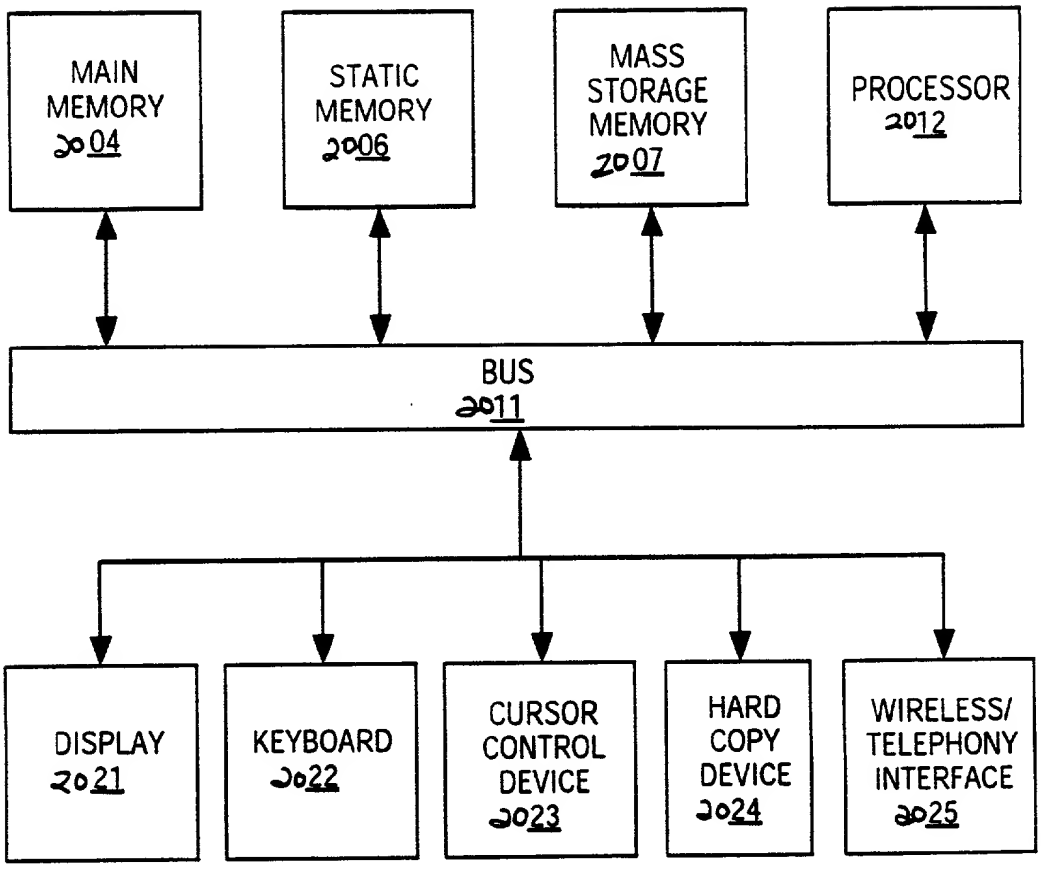
MAIN MEMORY 2004
STATIC MEMORY 2006
MASS STORAGE MEMORY 2007
PROCESSOR 2012
BUS 2011
DISPLAY 2021
KEYBOARD 2022
CURSOR CONTROL DEVICE 2023
HARD COPY DEVICE 2024
WIRELESS/ TELEPHONY INTERFACE 2025

FIG. 20

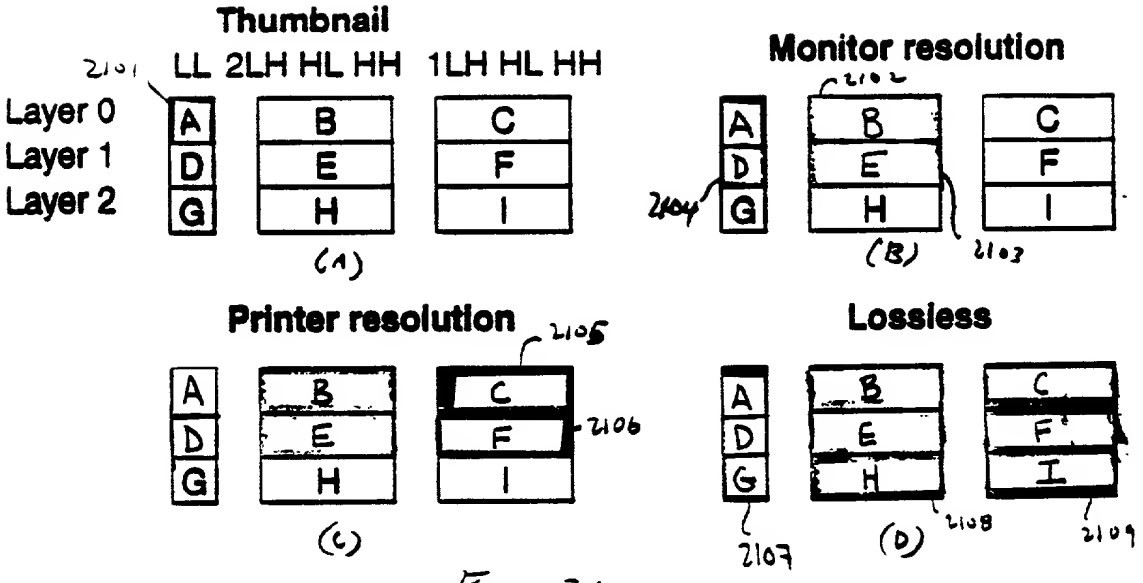
Thumbnail
2101
LL 2LH HL HH 1LH HL HH
Layer 0
Layer 1
Layer 2
A
D
G
B
E
H
C
F
I
(A)
Monitor resolution
2102
2104
2103
(B)
Printer resolution
2105
2106
(C)
Lossless
2107
2108
2109
(D)

Figure 21

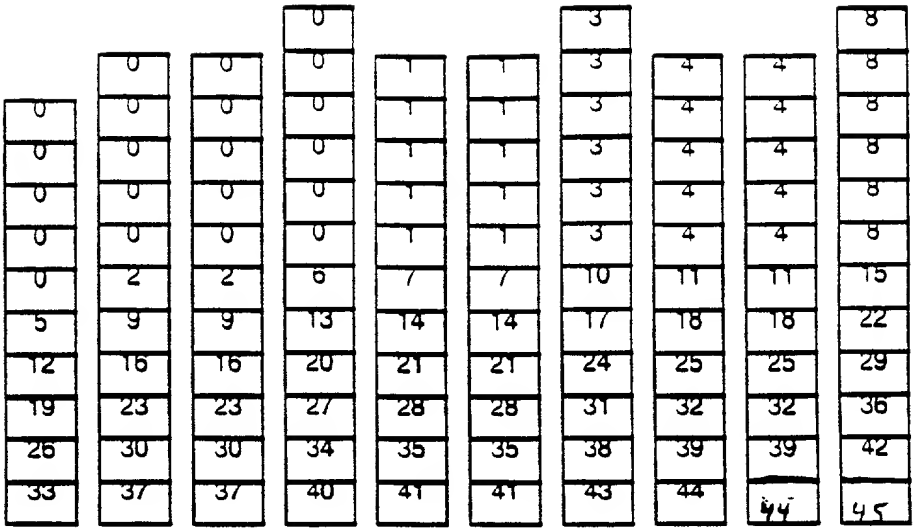

Figure 22

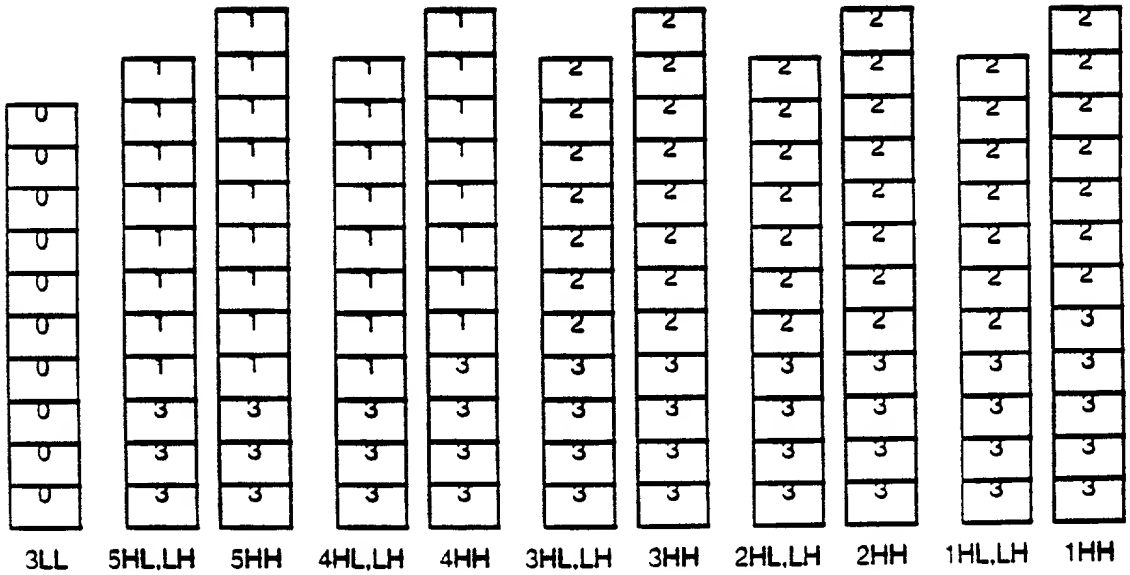

Figure 23

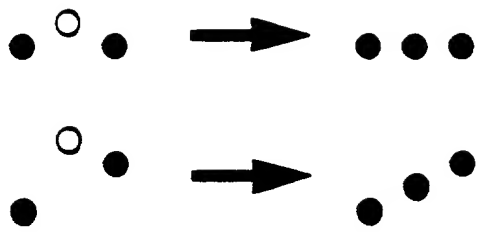

Fig 24

TYPICAL DECODE OF COLOR IMAGES

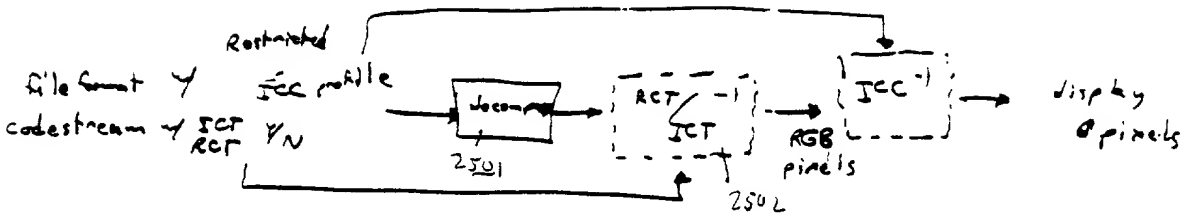

Figure 25

DUMB CAMERA ENCODER

TYPICAL J2K ENCODER

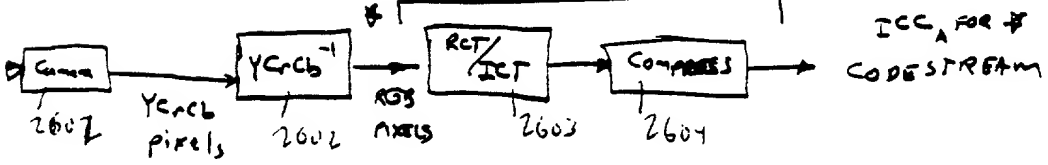

Figure 26

SIMPLE CAMERA ENCODER

J2K ENCODER w/o RCT

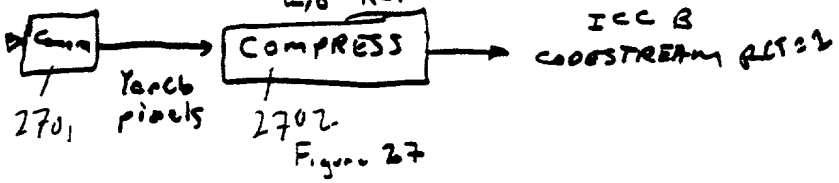

Figure 27

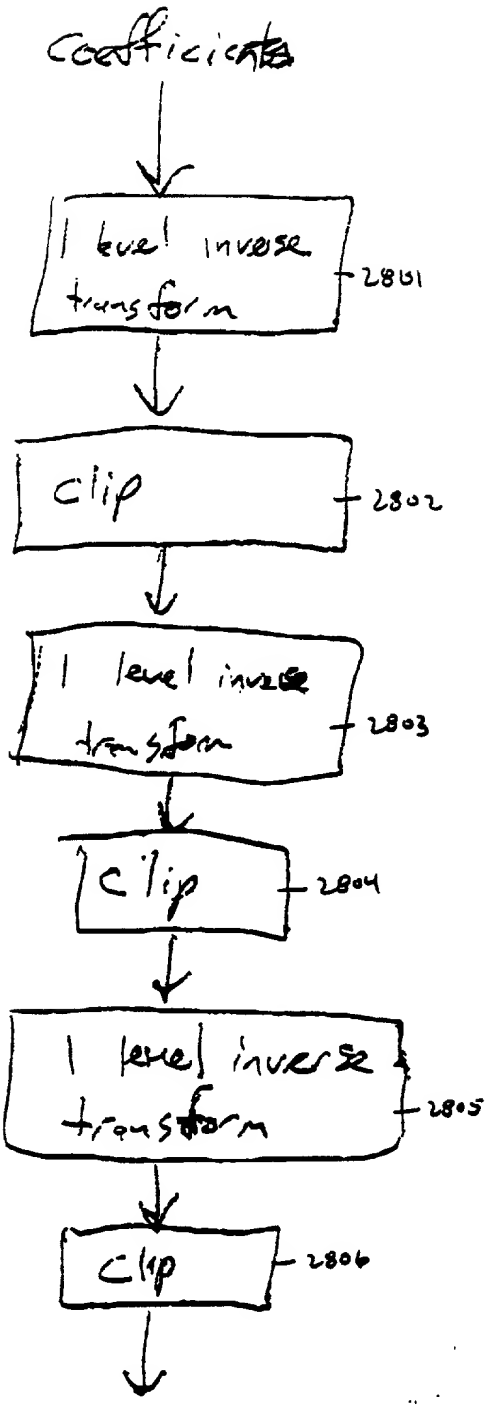
Coefficients
1 level inverse transform
2801
clip
2802
1 level inverse transform
2803
clip
2804
1 level inverse transform
2805
clip
2806

Figure 28